

# Legends



M A N U A L

# LEGENDS

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Phillip Hackney	-	Backdrops/Sprite Animation/Game Design/Intro. Screens
Mark Potente	-	Backdrops/Mad Ideas/Silicon Graphics/Intro. Screens
Mark Edwards	-	Backdrops/Intro. Screens
Matthew Furniss	-	Music/Sound FX
Alan Hackney	-	Music/Sound FX
John Avery	-	CD32 Music
Steve Sumner	-	Testing/Game Tweaking

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Phillip Hackney	-	Game Design/Intro. Screens/Original Graphics
Richard Teather	-	Game Design/Map Design/Dialogue/Original Code
John Avery	-	CD Music/Sound FX
Matthew Furniss	-	Non-CD Music/Sound FX
Alan Hackney	-	Non-CD Music/Sound FX
Steve Sumner	-	Testing/Game Tweaking

## SUPPORTING CAST

Phillip Hackney	-	Manual/Story
Amanda Pugh	-	Manual Editing

## SPECIAL THANKS:

(Your name) For Showing superb taste when buying this game!

## PLEASE NOTE:

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# PIRACY

Work on Legends started properly in December 1992. At first it was a small two-man team who embarked on the rather ambitious task of creating this huge game. Eventually more people became involved with the project. It was finally completed during April 1995. In all there were nine people who made this game happen. All these people have to be paid but, unfortunately, piracy may prevent games such as Legends being financially viable. For every pirate copy of Legends, a sale is lost. This reduces the amount of money that can be invested into future projects and may prevent them being created for your computer. Any fool can copy software; it takes a little more intelligence not to.

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## CAUTION

Diskettes are magnetic media, just like cassette tapes. Do not expose your Legends diskettes to X-Rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back-up' this data as it may be destroyed in the process.

## EPILEPSY WARNING

### PLEASE READ THIS BEFORE PLAYING LEGENDS.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have had no previous history of such seizures. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions that occur during play, IMMEDIATELY DISCONTINUE USE. Consult your physician before resuming play.



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## Loading & Installation

**IMPORTANT:** before carrying out any of the following procedures make sure you write protect all your Legends floppy disks (push the tab to the up position).

### IBM PC AND COMPATIBLES/CD-ROM

Insert the disk(s) into the appropriate drive and type: **INSTALL**  
Then follow on-screen instructions.

### PC & CD-ROM Versions

The sound settings for Legends are preset, & are as follows:-

BASE ADDRESS 220

IRQ 7

DMA 1

### AMIGA 1200

To load Legends simply insert disk 1 into your floppy drive and switch on your computer. The game should now boot up and run automatically. During play there will be minimal disk swapping; simply follow any on-screen prompts.

### AMIGA 1200 HARD DISK INSTALLATION

To install Legends onto your hard drive turn your computer on and load up workbench. Insert disk 1 into your floppy drive. Double click on LEGENDS DISK 1 drive icon. You should now see the Install icon. Double click on this icon and follow the on-screen instructions. You will need to have a blank disk at hand. This will become your boot-disk. Once you have installed the game and created your boot disk (following the on-screen instructions), you will be able to play from hard disk. To do this simply insert your boot disk into your floppy drive and switch on your computer. The game should now load and run automatically.

### AMIGA CD32

Insert your Legends CD into your drive. Switch on your machine; the game should now run automatically.

## LOADING PROBLEMS

In the unlikely event that Legends fails to load, turn off your computer and remove any external peripherals such as printers (do not disconnect your TV/Monitor!) before repeating the loading procedure. If Legends still fails to load please send the offending disk(s) to Guildhall Leisure Services Ltd. ensuring that you include your name and address with the package. Do NOT send your box or instructions back. Please use a suitably sized jiffy bag or padded envelope and provide as much information about your equipment configuration as possible (not forgetting any RAM expansion devices). Send your package to: Guildhall Leisure Services Ltd. Unit 15, Guildhall Industrial Estate, Kirk Sandall, Doncaster, South Yorkshire. DN3 1QR.



# What's going on?

## Emergency on planet earth!

Two alien scientists have mischievously travelled back in time. Their sole purpose is to destroy the future of our beloved planet. By dropping modern weapons on ancient civilisations they have enabled the more dubious humans to rule the world. The only people who can save the earth are a time-travelling professor and his young assistant. You play the role of the assistant who, by possessing the bodies of the natives, must destroy the evil that the aliens created. To do this you must perform specific tasks in four key time periods. Upon completion of a level your soul will jump to the next time period. Failure to do so will result in the earth coming to a dramatic end in the year 2025AD.

## GETTING STARTED

Once the game has loaded you will be presented with the story of why and how you were sucked into this mess! Obviously you won't want to view the story every time you play, and we don't expect you to. To skip the story, and go straight to the title screen, press your fire-button. To start a new game press your fire-button when the title screen is displayed.

## THE PATH SELECTOR

When you start a new game you will be presented with the path selector. You will be asked to choose one of the two paths, indicated by a large arrow in the centre of your screen. Both paths originate in 1400AD America and travel clockwise and anticlockwise respectively. Change the path's direction by moving your joystick left or right. Once you are happy with your route you can press your fire-button. The 1400AD America level will now load and the adventure shall begin.

## PASSWORDS

Every time you complete a level you will be given your own personal password. It will be unique to yourself, storing things such as the level you are on and how long you have been playing. Once you have been given a password you can use it to jump to the level you were on before you died. This will save you playing through levels you have already completed.

To use a password simply press F1 when the title screen is displayed. You will now see a row of eight letters at the bottom of the screen. The first letter is enclosed by brackets. To change this letter to the one you desire move the joystick up or down. When you have done this you can move on the next letter by moving your joystick to the right. Repeat the process until you have entered your full password. If you wish to go back to a previous letter you should move your joystick to the left. Press your fire-button once you have entered the whole of your password. The game should now resume from the level in which you died. Please make sure you note down your password properly when it is given to you. One incorrect digit will make your password invalid.

## Controlling the main character (Amiga)

During the game the main character, Billy, takes on four different guises. It is only on the final level where he gets to be himself. Control of the characters is straight forward:

### Without fire button pressed:

JOYSTICK LEFT:	WALK LEFT
JOYSTICK RIGHT:	WALK RIGHT
JOYSTICK UP:	WALK UP
JOYSTICK DOWN:	WALK DOWN

(Your character can walk in all eight joystick directions)

### With fire button pressed:

JOYSTICK LEFT:	FIRE (USE WEAPON) LEFT
JOYSTICK RIGHT:	FIRE (USE WEAPON) RIGHT
JOYSTICK UP:	FIRE (USE WEAPON) DOWN
JOYSTICK DOWN:	FIRE (USE WEAPON) DOWN

(Your character can fire in all eight joystick directions)

## Controlling the main character (CD32)

See the above controls. Your RED button is your fire-button.

## Controlling the main character (IBM PC)

During the game the main character, Billy, takes on four different guises. It is only on the final level where he gets to be himself. Control of the characters is straight forward.

P -	UP
L -	DOWN
Z -	LEFT
X -	RIGHT
SPACE -	FIRE (USE WEAPON)

NOTE: PC joystick users should look at the Amiga joystick controls.

## Talking

Your character can talk and read. Talking is done by walking into neutral (non-aggressive) characters. They will either give you advice, offer you something, or ask you a question. To resume normal play, after reading the conversation, press the fire-button. Many characters have a lot to say which can be a little hard to remember. To help you there is a message recall option.

## Message Recall

To use the message recall option press the F2 key (YELLOW button on CD32) during play. You will see your last conversation displayed on screen. Move your joystick up or down to see earlier conversations. The message recall option allows you to access to the last 32 messages you have read. Always take notice of what people have to say. It would be an idea to jot down a few notes from time to time.

## Mapping the Land

All main outside areas are mapped out for you. To view the map press the F1 key (GREEN button on CD32). Inside areas such as houses or caves are not mapped so you may like to map them out yourself. You must explore every area of the map; you never know what you might find.

## Reading

Around the land are various signs clues or information about certain place. To read walk up to the front of the sign and push against it. Most signs take on the same shape. There are, however, other signs that are not as instantly recognisable (see the level descriptions).

## Pickups

Largely speaking, anything that flashes is an item and should be picked up. There are also coins and tokens that, although they do not flash, can be collected. To pick something up simply walk your character over it. An icon, in the shape of an eye, will appear above your character to tell you that you have picked something up. The item will then be held in your inventory.

## Using Your Inventory

During your adventures you will collect and pick up various items. To view these items you should press the space bar (ENTER on the PC/BLUE button on CD32) which will bring up your inventory screen. The left hand side shows any items you have collected up to 16 can be held at any one time). The right hand side shows what weapons you hold (up to 3), how many coins or tokens you hold, how long you have been playing, and your rank (where appropriate). At the bottom of the inventory is an information bar that describes the item currently in use. To select an item in your inventory use your joystick to move the yellow highlight. Press your fire button once you have highlighted the item you want. The inventory screen will then be removed and the item will be ready for use. The inventory also acts as a pause screen should you need to take a quick break. Please remember that items are only effective when used in the correct situations; a lamp would be ineffective in daylight.

## Weapon Selection

Each character can hold up to three weapons. To select a weapon simply press the 1, 2, or 3 key at any time. If you are unsure about which number selects which weapon, have a look at your inventory. At the top right will be three boxes (numbered 1-3) which will show any weapons you hold. You will start each level without any weapons. CD32 owners should use the two buttons at the top of their joypads to change weapon.

## Sub-Games

All the levels, with the exception of the alien spacecraft, have a number of large guardians to defeat. Once you have defeated a guardian you will be given a chance to increase your number of lives, by way of continues. To gain these continues you will have to successfully take part in a sub-game. The four sub-games are worm squashing (1400AD America), duck shooting (500Ad England), alien zapping (2000BC Egypt), and the great wall dash (400BC China). They are there as a bit of fun; dying whilst in a sub-game will not effect the number of continues you have already acquired. Continues are not carried over one level to the next so when you start a new level your number of continues will reset to one.

## Guardian Warnings

In order to defeat the guardians it is wise to have a good level of health. To help you there are flashing skull and crossbones that appear next to an area where a guardian is. These act as a warning to prevent you going into dangerous areas with little health.

## Your Health

When you get hit by an enemy you will loose health. Your health is indicated by a little white bar (with three hearts on it) in the top right hand corner of the screen. When the white bar disappears your character will lose a life.

## Enemy Health

When you damage an enemy's health you will see a little number rise out of his body. This number represents how much health he currently has left. Most enemies will reject hearts when they are killed. These can be collected to boost your health level.

## Quitting

If you find that level is getting too much for you, or you'd like to start again, press the ESC key (CD32 owners should press the GREEN and YELLOW buttons simultaneously). The mission failed screen will then be displayed. Press fire to return to the title screen.

# 1400AD AMERICA

The first adventure sees you taking on the guise of a native American Indian named Fireheart. The aliens have caused all sorts of havoc and you must wipe it out by destroying the evil and becoming a warrior. Below are some brief descriptions of some characters you may meet and some items you may find during this level.

## Your Father

You start this quest outside your father's tepee. Go inside and find out a little bit more about yourself and your quest.

## The Wise Old Men

There are a number of these little men scattered throughout the level. They will give clues to puzzles or warn you about dangerous places. Always listen to what they have to say and wait until you see that hairstyle!

## The Brat Family

Can you hear that scream? The parents of this little baby boy just do not know where to put themselves. Are you wise enough to stop the terror's tears? Ask them what the problem is!

## Dozing Bull the Shopkeeper

This lazy guy can often be found having a snooze. To talk to him you should walk against the counter in front of him. When he wakes he may have a bargain for you. Get collecting those coins!

## Coins and the Treasure Chests

There are three types of coin on this level: gold, silver, and bronze. Collect every coin you see because you'll need it. Coins are found in many areas, both inside and out. You will also find treasure chests that have coins inside. This is not all they hold as they also store health and items you may need. To open a chest push against the front of it.

## Weapons

The weapons you will find on this level are bow and arrows, the quake, and the axe (the most lethal). It may be wise to use your axe on some of the more difficult guardians. Do not rush into a dangerous situation; you will make mistakes!

## Warp Points

An important part of this level are the warp points. There are two kinds: those activated by crystals and those activated by a magic medallion. Those activated by the medallion will take you all around the map. When you use these warp points a map will be shown. To choose where to warp to push your joystick right and, when you get the desired point, press fire.

## The Sacred Bundle

The main aim of this level is to gather the following items:

**Golden Eagle Feather**

**Bear's Claw**

**Golden Turtle Shell**

The medicine man will use these items to create a SACRED BUNDLE. A Sacred Bundle bestows magical powers upon its wearer. Good will then conquer evil. Remember, you will also have to be a warrior before your soul can leave this level. If in doubt, return to the medicine man so he can put you in touch with your guardian spirit who will give you advice.

## The Extra Sign

Inside one of the caves you will see a block of stone with a hole on one side, and writing on the other. It stands in front of the river. This can be read like a normal sign and, if you can solve a small puzzle will open up new areas for you to explore.

## Small Plants

Small plants can be removed by hitting them with an arrow or axe.

# THE GUARDIANS

## The Giant Eagles

Dodge and shoot the three giant eagles as they take it in turns to swoop down on you. You may find that you need a better weapon to finish these birds off.

## The Blue Turtle Master

This ferocious little character will use his powers to transform into the world's biggest turtle. Should you kill his plant-like friends

## Bruno the Bear

Get into the ring! Seconds out, round one! How many rounds can you last? Best plan of action is to bob and weave; know what I mean?

## Big Chief Hopper

This rather large, and evil, warrior rules the land thanks to some alien growth tablets. Defeat this maniac to prove yourself the ultimate warrior.

## Completing this level

To complete this level you must collect all the items of the SACRED BUNDLE and become a warrior. Hmmm, there's something different about that mysterious (sometimes known as the strange) crop circle...

# 2000BC EGYPT

This adventure is not quite as big as the American level. Nevertheless, it still has its fair share of puzzles to solve. You possess the body of young boy named Resi. Egypt has been invaded by an assortment of evil creatures since the aliens' arrival. You must sneak inside the pyramids and destroy the evil within them. Only then can your soul move on to the next level. Below are some of the characters and items you may come across.

## Sniffy the Shopping Arcade Owner

Sniffy works in the small building near the pyramids. For a small price he will sell you something useful, so collect all the coins you can find. He also has a green-haired friend who invents things, but where is he? He could be nearer than you think!

## Hyksos

This evil character has a sonic-boom clap that he directs towards you. He can be found both outside and deep within the pyramids.

## The Little Coloured Mummies

These evil creatures run towards you at varying speeds. They come in three colours: red, blue, and green. The red mummies are the fastest.

## The Pink Skull

This item will allow you to access to hidden areas and subsequent treasures. Hidden areas are blocked off by giant sarcophagus's.

## Weapons

Weapons available to you are the unpredictaball, the mine, and the ferocious thunderclap. The thunderclap is the most powerful but very hard to find.

## The Sphinx

This charming young lady will initiate your movements to attack you. Indeed, she can do tremendous damage to a little guy wearing just a cloth and sandals!

## Coins and Tokens

Coins should be collected to enable you to buy something from Sniffy. He also has a few arcade machines hidden away. To play the arcade machine you will need a token (like a coin, only it is red with a big T on it). Success on the arcade machine (alien zapping!) will gain you extra continues. Alien zapping is also the sub-game on this level.

# THE GUARDIANS

## The Four Giant Mummies

The aim of this level is to reach the tombs of the evil mummies and destroy them. Only then will peace be restored to this once great land. When they are all destroyed you will be able to leave this level and travel onwards.

## COMPLETING THIS LEVEL

To leave this level you must destroy the giant mummies' power. Hmmm, maybe it's time to make a wish.....

Scanned

by

*Thalion*

# 500AD ENGLAND

In this adventure you take on the guise of a noble knight named Sir Raflan. Following the death of King Arthur, England is plunged into darkness. Thanks to the aliens it seems that evil will reign forever. A curse on the land means that when the church clock stops the earth will stop spinning. When Arthur died his sword Excalibur was stolen by an evil Knight. When used by this fiend it broke into four pieces; the sword is powerless in the hands of evil. The aim of this level is to lift the curse of darkness (by fixing the clock), and re-assemble the four pieces of Excalibur. Good will then spread through the land. Below is a list of characters and items you will come across during this adventure.

## The Odd Job Man

This friendly person will help you in any way that he can. He currently needs some equipment. Have a word with him; you may have a common objective.

## Lorne the Locksmith

This jolly little man plays an important role in getting you on your feet. Seek him out and find out just how he can help you. Proof of the aliens' visit is in his shop; just look at his power drill!

## Percy Chucker the Gardener

This lazy character is too frightened to go weeding in his garden at night. It could be something to do with the ghosts that haunt it! Can you help him?

## Bim Jowen Protector of the Round table

This bizarre little man will challenge you to step up onto the niche and throw some arrows. Do you possess a steady hand? Is this why the round table was built?

## The Lady of the Lake

This beautiful woman will re-assemble Excalibur if you manage to find her. She will also help you leave this level by telling you where to meet the professor.

## Coins

The message here is simple; collect as many as you can! You will definitely need them somewhere down the line.

## Weapons

The weapons available to you on this level are the dagger, the mace, and (the rather painful sounding) ring of fire.

## Small Plants

As in the American level, a small plant can be removed by a strike from one of your weapons. (Except the Ring of Fire).

## The Mine Carts

Woooah! Hold on to your seat as you make a mad dash through the mines! There are various routes you can take. Each entrance and exit has its own colour (indicated on the outside map). Some routes can only be reached by using specific mine entrances. Rumours of dragons and mad wizards permeate the honeycomb rock...

## The Extra Sign

Positioned in front of the castle is a tall stone with a slot at the top of it. This can be read like a normal sign.

## Excalibur

The pieces of this once mighty sword lie scattered across the land. They are:

Scabbard	Handle	Blade	Point
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Once you have re-assembled this sword you will be ready to move onto the next level.

## THE GUARDIANS

### Robo Knight

This evil character is extremely large! He carries two machine guns and has two shot-guns embedded into his chest armour. Can you dodge those bullets and destroy this alien creation?

### The Red Dragon

Deep in the heart of the caves sleeps this mighty beast. Are you brave enough to wake him up and face his flames?

### Jags the Shark

Sharks in England? Those aliens have a lot to answer for! This water-loving monster loves munching humans. He also has legion of radioactive friends who think nothing of swimming into you.

## Completing this level

To leave this level you must first re-assemble Excalibur. Hmmm, anyone fancy a doughnut?

# 400BC CHINA

This adventure sees you walking in the wintry worlds of Ancient China. You possess the body of a young man named Tsun Tsang. The aim of this level is to rid the land of three evil demons. When you have managed this feat you will have to find a way of escaping the confines of the great walls; it is far too cold for the professor to land his time machine there! Below is a list of some of the characters and items you will come across. Good Luck...

## Ralph the Mad Inventor

This little guy has a lot of information to give you. He also holds the key to your escape.

## Shuttlecocks and Ping-Pong Balls

Well, there really are some strange characters in the temples. The aliens really do have a lot to answer for!

## Ice Blocks

These solid obstacles can only be removed with the aid of an ice pick. Looks like you have a bit of searching to do!

## Self-Lighting Fire Crackers

These mini explosives are ideal for clearing rubble from blocked entrances.

## Toboggan Run

Be prepared to slip and slide to reach other areas of the map. All entrances are colour coded on your main map. A yellow entrance will take you to its counterpart in a different area of the map.

## Electrified Doors

Situated to the left of the electrified doors is a switch socket. Unfortunately the switch seems to have gone missing. Watch out for those sparks!

## The Extra Sign

Positioned to the left of the overgrown bonsai tree is the supermatic watering trough. It is through this that the tree can be restored to its minute glory.

## Weapons

Weapons on this level are the death star, the hula hoop, and the ice pick. The ice pick is the most powerful of the three.

# THE GUARDIANS

## The Demon Riders

These giant beasts sit upon huge motorbikes. They will try to squash as you run down their roads of hell. Watch out for their rockets too!

## Completing This Level

To leave this level you must destroy the three demon riders and find the four missing pieces of the legendary Golden Grasshopper. Hmmm, a nice supper for a spider will help you on the way.

# 2025AD

In this final level you play the role of Billy, the professor's assistant. The whole of this adventure takes place aboard the alien leader's spacecraft. You must find his control room and destroy him.

## Weapons

Weapons available to you are the red laser gun, the hand grenade, and the blue laser gun. The blue laser gun is the most powerful.

## Red Mushrooms

These plants can be removed with a blast from the red laser gun.

## Blue Blocks

These obstacles can only be removed with the blue laser gun. They block your path to the alien leader's lair.

## Completing this Level

To finish this level you must track down the alien leader. Once he is destroyed you must get out of the ship before it explodes. You will have just thirty seconds! Good luck!

**NOTE:** There are NO CONTINUES on this level.

# HELP

Try to avoid enemies rather than getting involved in a fight. More often than not you lose more health than you gain.

Try to get the best weapon available before rushing in to fight a guardian (unless you're particularly fast with the joystick!).

Make a note of everything you are told. You should also read ALL signs you come across.

During a penalty goalkeepers should always stand upright until the last minute. This forces the penalty taker to make the decision of where to place the ball.

Use your map regularly and make a note of which areas you have explored. It may be wise to map inside areas too.

Always wear gloves or mittens during winter if you venture outdoors.

Don't fight a guardian unless you have at least 50% of your health remaining.

Never put milk in first when trying to make tea in a cup.

Always wear earplugs when listening to amplified music in a small room.

Start the day with a good hearty breakfast. This will stop you snacking on sweets during mid-morning.

Errr....just enjoy yourself!



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